

IN THE CLAIMS

This listing of claims will replace all prior versions, and listings, of claims in the application.

1. (Currently Amended) A method comprising:

receiving data from a first party into a multiplexing device or a plurality of multiplexing devices;

receiving data from a second party into a first jitter buffer, processing the data from the second party, and sending output data from the first jitter buffer to a multiplexing device or a plurality of multiplexing devices; and

receiving data from a third party into a second jitter buffer, processing the data from the third party, and sending output data from the second jitter buffer to a multiplexing device or a plurality of multiplexing devices, wherein the data received from the first party is not received into the first or the second [[a]] jitter buffer.

2. (Previously Presented) The method of claim 1 wherein the data from the first party, the second party and the third party comprises packetized voice data.

3-4. (Cancelled)

5. (Original) The method of claim 1 wherein the multiplexing device or the plurality of multiplexing devices comprises a voice mixing device or a plurality of voice mixing devices.

6. (Original) The method of claim 1 wherein the first party, second party, and the third party are communicating through a three-way phone call.

7. (Original) The method of claim 1 wherein the first party is communicating with the second party and the third party through a call-waiting feature.

8. (Previously Presented) An apparatus comprising:

a jitter buffer logic block for a multi-stream voice application, the jitter buffer logic block to receive data from a destination subscriber and an add-on subscriber, and not from an originating subscriber;

a multiplexing logic block for the multi-stream voice application; and

an output logic block for the multi-stream voice application.

9. (Original) The apparatus of claim 8 wherein the multi-stream voice application accepts packetized voice data.

10. (Original) The apparatus of claim 8 wherein the multi-stream voice application accepts packetized video data.

11. (Previously Presented) The apparatus of claim 8 wherein the multiplexing logic block mixes data from multiple streams.

12. (Currently Amended) A system comprising:

a processor;

memory connected to the processor storing instructions for multi stream jitter buffers for packetized voice applications executed by the processor;

storage connected to the processor that stores a software code having a plurality of separately compliable routines, wherein the processor executes the instructions on the code to

receive data from a first party into a multiplexing module or a plurality of multiplexing modules;

receive data from a second party into a first jitter buffer, processing the data from the second party, and sending output data from the first jitter buffer to a multiplexing module or a plurality of multiplexing modules; and

receive data from a third party into a second jitter buffer, processing the data from the third party, and sending output data from the second jitter buffer to a multiplexing module or a plurality of multiplexing modules, wherein the data received from the first party is not received into the first or the second [[a]] jitter buffer.

13. (Previously Presented) The system of claim 12 wherein the data received from the first party, the second party and the third party comprises packetized voice data.

14-15. (Cancelled)

16. (Original) The system of claim 12 wherein the multiplexing device or the plurality of multiplexing devices comprises a voice mixing device or a plurality of voice mixing devices.

17. (Original) The system of claim 12 wherein the first party, second party, and the third party are communicating through a three-way phone call.

18. (Original) The system of claim 12 wherein the first party is communicating with the second party and the third party through a call-waiting feature.

19. (Currently Amended) A computer readable storage medium containing executable computer program instructions which when executed cause a method for accessing data in a memory to be performed, said method comprising:

receiving data from a first party into a multiplexing device or a plurality of multiplexing devices;

receiving data from a second party into a first jitter buffer, processing the data from the second party, and sending output data from the first jitter buffer to a multiplexing device or a plurality of multiplexing devices; and

receiving data from a third party into a second jitter buffer, processing the data from the third party, and sending output data from the second jitter buffer to a multiplexing device or a plurality of multiplexing devices, wherein the data received from the first party is not received into the first or the second [[a]] jitter buffer.

20. (Previously Presented) A computer readable medium as in claim 19 wherein the data from the first party, the second party and the third party comprises packetized voice data.

21-22. (Cancelled)

23. (Original) A computer readable medium as in claim 19 wherein the multiplexing device or the plurality of multiplexing devices comprises a voice mixing device or a plurality of voice mixing devices.

24. (Original) A computer readable medium as in claim 19 wherein the first party, second party, and the third party are communicating through a three-way phone call.

25. (Original) A computer readable medium as in claim 19 wherein the first party is communicating with the second party and the third party through a call-waiting feature.

26. (Currently Amended) A system, comprising:

means for receiving data from a first party into a multiplexing device or a plurality of multiplexing devices;

means for receiving data from a second party into a first jitter buffer, processing the data from the second party, and sending output data from the first jitter buffer to a multiplexing device or a plurality of multiplexing devices; and

means for receiving data from a third party into a second jitter buffer, processing the data from the third party, and sending output data from the second jitter buffer to a multiplexing device or a plurality of multiplexing devices, wherein the data received from the first party is not received into the first or the second [[a]] jitter buffer.

27. (Previously Presented) The system of claim 26 wherein the data from the first party, the second party and the third party comprises packetized voice data.

28-29. (Cancelled)

30. (Original) The system of claim 26 wherein the multiplexing device or the plurality of multiplexing devices comprises a voice mixing device or a plurality of voice mixing devices.

31. (Original) The system of claim 26 wherein the first party, second party, and the third party are communicating through a three-way phone call.

32. (Original) The system of claim 26 wherein the first party is communicating with the second party and the third party through a call-waiting feature.

33. (Previously Presented) The method of claim 1, further comprising:

 sending data from one or a plurality of multiplexing devices to a first output device;

 sending data from one or a plurality of multiplexing devices to a second output

device; and

 sending data from one or a plurality of multiplexing devices to a third output device.

34. (Previously Presented) The system of claim 12, wherein the process further causes the process to send data from one or a plurality of multiplexing modules to a first output module;

 send data from one or a plurality of multiplexing modules to a second output module;

and

 send data from one or a plurality of multiplexing modules to a third output module.

35. (Previously Presented) The computer readable medium as in claim 19, wherein the method further comprises:

 sending data from one or a plurality of multiplexing devices to a first output device;

sending data from one or a plurality of multiplexing devices to a second output device; and

sending data from one or a plurality of multiplexing devices to a third output device.

36. (Previously Presented) The system of claim 26, further comprising:

means for sending data from one or a plurality of multiplexing devices to a first output device;

means for sending data from one or a plurality of multiplexing devices to a second output device; and

means for sending data from one or a plurality of multiplexing devices to a third output device.

37. (Previously Presented) The apparatus of claim 8 wherein the originating subscriber, destination subscriber, and an add-on subscriber are communicating through a three-way phone call.

38. (Previously Presented) The apparatus of claim 8 wherein the originating subscriber is communicating with the destination subscriber, and the add-on subscriber through a call-waiting feature.